



BFL CONSTITUTION

NOTE: In the case of a discrepancy or the overlapping of rules, interpretations as made by The 3-man Executive Committee are final.

I. ORGANIZATION.

The Barefoot League (BFL) is an American League-only Strat-O-Matic Baseball computer league, with its season running September thru April. The league was founded in 2015.

The BFL is governed by the rules of Major League Baseball, the BFL, the Strat-O-Matic Game Company Inc. - Harold Richman Prop., and common sense, in that order.

- a. The 14 teams are divided into two divisions, the Landis and the Rothstein divisions, playing a balanced 156-game schedule. Use of the DH (designated hitter) is allowed in the BFL.

- b. The league calendar runs from the start of Pre-Draft trading, to the end of the Sock Series, to the completion of the Compensation draft. A new year begins with the following years Pre-Draft trading period.

II. GOVERNMENT.

Organizationally the league is run by the managers as a group, with some responsibilities handled individually and some by committee. The committees generally rotate on a yearly basis:

- a. The 3-man Executive Committee (3-year commitment) oversees the league, including assigning the other committees. After reviewing league feedback, it determines league issues including which proposals are brought to votes. While the Executive Committee's primary responsibility is to enforce the Constitution, it may make unilateral decisions in the best interest of the BFL, with the exception of overruling the Trade Committee.
- b. The Statistician creates rosters and coordinates statistics regularly during the season. He will also create and update the League website.
- c. The 3-man Trade Committee reviews all trades. If any trade is determined by a 3-0 vote to have been unfair (by their definition) the trade is rejected and sent back to the teams involved. If not re-submitted, the trade is vetoed. If re-submitted, the process begins again. Trades are presumed to be approved if not officially rejected within 48 hours of submission.
- d. The Compensation Committee will organize and operate each season's Compensation Voting and Draft.
- e. The Draft Coordinators will schedule, organize, and run the Rookie Draft.

III. PERSONNEL.

- a. The BFL uses only American League players. If a player has two cards, only the AL card will be used.
- b. The BFL does NOT use un-carded, “computer-only,” players.

IV. LEAGUE RULES.

A. ROSTERS

1. Before each season, each team may protect up to 22 players from their previous season's roster. Teams may protect carded or un-carded players. If un-carded players are not protected, the team waives its ownership to those players.
2. Rosters may consist of carded or un-carded players. However, un-carded players must remain in the minor leagues.
3. All teams must have a minimum of 1,400 Innings Pitched (IP) and 650 Plate Appearances (PA) at each position on their roster. They must also have a backup at each position on their active roster at all times. Violations will result in Penalty Points. The Executive Committee reserves the right to make waiver adjustments to any team not in compliance with these or any roster rules.
4. Before each month's games, teams must report their starting rotation and list of minor leaguers to the statistician. Teams must use the same 25-man active roster for the entire month (home and road games).
 - a. Teams may never deviate from their scheduled starting rotations. Starter rest will be enforced throughout the month. For example, assume the pitcher that starts on your May 1st game is a non-asterisked (four days' rest) pitcher. He may not start

again until your May 6th game. Then again on your May 11th game and so on. Rotations renew each month so the pitcher that started the last game of the current month may start the first game of the following month.

b. During September, all players with usage left may be activated. Such players may be activated for some September series but not others as a means of controlling usage. Teams may include road instructions to limit certain player usage but may not issue directions to manage the game. Usage in the BFL is closely monitored and once a player has reached maximum usage they must be deactivated and sent to the minors.

B. PLAYER USE (Also see PLAYING RULES)

1. For the regular season, all players may be used a maximum of 110% of their actual ML PA/IP. This number is calculated by CDROMBB. (A "plate appearance" is defined as at-bats plus walks.)

2. Managers are responsible for usage and are subject to penalties for overuse. Once players are used up, their regular-seasonal eligibility immediately ends. Intentional overuse may result in dismissal from the league. Accidental overuse will be penalized as follows:

a) 1 Penalty Point for every out a pitcher is overused.

b) 1 Penalty Point for every plate appearance a batter is overused.

The Executive Committee also may dole out penalty points for violations of league rules such as lateness. Penalty is the loss of a draft pick according to the following:

ACCUMULATED PENALTY POINTS PENALTIES

- 0 - 25: No Penalty
- 26 - 50: Loss of 5th round pick
- 51 - 75: Loss of 4th round pick
- 76 - 100: Loss of 3rd round pick
- 101+: Loss of 2nd round pick

All penalties will be assigned to the manager, not the franchise. If a manager does not have a penalized pick (i.e., he had already traded it away), he can either trade for his original pick back or forfeit a pick one round better in the following year's draft.

Exception: See Rule V.C.1.

3. Except in the postseason, pitchers listed as "Starter" only may not relieve. Pitchers listed as "Relief-Only" may never start. Pitchers designated by SOM as an "*" starter (usually determined by 200 IP + 30 starts) may pitch with only three days' rest. All other starters need four days' rest. (As noted in SOM's Super-Advanced Rules.)

4. A player may play a position not listed on his card only in the following circumstances:

a. Outfielders may change as per SOM's Super-Advanced Rules;

b. If due to injury he is without enough players to field a team;

c. Teams may use a position player to pitch under SOM's rules ONLY IF his team is behind by at least 10 runs AND the

game is in the eighth inning or later.

5. Pinch-runners are permitted at any time with the following exception: If a pinch-runner tries for the lead and fails to get it, he may not be removed for another pinch-runner as long as he continues to occupy the same base. (This applies to the human playing the games only.)

6. PLAYERS WITH SEPARATE BATTING AND PITCHING CARDS IN THE SAME SET (i.e. The Brooks Kieschnick Memorial Rule)

a. Only one of the player's cards may be active in any given road series. The owner of the player must specify in his road instructions which of the player's cards is to be used in that series.

b. If during a home series the player's pitching card enters the game first, his owner may use the player's batting card only to pinch hit for the player's pitching card. Afterwards, the player's batting card may remain in the game and play the field at any rated position other than pitcher. The player's batting card cannot return to pitch unless allowed by rule IV.B.4.c. (i.e., a non-pitching card can only pitch if his team is down by 10 or more in the 8th inning or later).

c. If the player's batting card enters the game first, the player's pitching card can enter only as a substitute for the player's batting card.

d. The player's pitcher's hitting card (i.e., the generic cards SOM uses for pitcher's hitting) cannot be used to pinch-hit.

e. Usage of the batting card and the pitching card is tracked separately. The pitching card "burns out" when its usage reaches the card's 105% IP limit; the batting card burns out when its usage reaches the 105% PA limit. PA incurred by the generic pitcher's hitting card and IP incurred by the hitting card do not count against the other card's usage.

C. TRADES

1. The BFL allows trading at the following times:
 - a. The Pre-Draft trading period, beginning after the completion of the Compensation Draft and all the Protected Lists are handed in (approximately 2 weeks);
 - b. The Post-Draft trading period, beginning shortly after the Draft and lasting approximately 1 week;
 - c. In-Season trading, which continues through January.
2. In-Season trades must be reported to the league no later than the 20th of the month to be active for the following month. Trades reported after the 20th will not count for the upcoming month.
3. Trades may be for any asset (carded players, un-carded players, draft choices through the 10th round) except ballparks. Trades for draft choices may be only for "this year and next year." For example, during the 2016 pre-draft trading period, you may trade 2016 and/or 2017 draft picks. But you may not trade 2018 draft picks until the 2017 pre-draft trade period.
4. Intricate or conditional trades are permitted but:
 - a. The full conditions must be spelled out in complete detail at the time of the trade;
 - b. Any trade that could be considered a "trade back" -- that is, automatically or through conditions completely or partially reversed the following year -- is prohibited
 - c. Trades agreed to during a non-trading period must be finalized by both parties during a legal trading period.

5. All trades must be submitted to and approved by the Trade Committee. The Trade Committee will include its rationale with any trade rejection. There are no appeals for any decision made by the Trade Committee.

a. In the absence of a member of Trade Committee (travel, etc.), or the inclusion of a Trade Committee member in a trade, a member of the Executive Committee will stand in.

D. BALLPARKS

Each BFL team has an American League ballpark. These are permanent unless its AL team actually moves to a new city. If a team builds a new ballpark, that park is inherited.

E. THE SOCK LOTTERY

Each year a draft lottery will determine the first three overall picks in the Rookie Draft. The Sock Lottery will include only the eight non-playoff teams with the team with the worst record having a 22 percent chance to get the first pick, the second-worst record a 19 percent chance, and so on, down to the team with the eighth-worst record having a 3 percent chance. The Sock Lottery is held on St. Patrick's Day, with the picks being revealed one at a time (the final two at once) from March 20 to 27.

F. COMPENSATION DRAFT

In 2017, a Player Compensation System will take affect for players lost to the NL. At the end of the year the statistician will notify all managers and list the players on each team lost to the NL. (A lost player is defined as one who received a card in the NL whether or not that player received a card in the AL for the given season.)

At this time each manager will decide if they want to keep the player for the upcoming season, or throw the player away and receive Compensation. The Compensation Committee will monitor these outgoing decisions and create a Compensation Pool of all incoming players who have signed with an AL team and/or received an AL card in that season.

If each manager chooses to keep the outgoing player they are allowed his last AL usage, then that player will be inactive to the end of the season. At that point the manager may toss that player into the next Compensation Pool or retain the now-inactive player until he returns to the AL and gets carded. Inactive players remain in team possession for 3 years from their last AL carding. Then they are considered 'retired' and set free.

Should the player go for Compensation the league will vote on all outgoing players based on their total usage for the prior year. The team with the best outgoing player will receive the 1st chance to pick anyone from the incoming player pool. The second best voted player's manager picks 2nd, etc., until all outgoing players have been compensated. The Compensation Draft will continue until all outgoing players have been 'traded' for incoming players. Players that are not picked will go into the upcoming Rookie Draft.

G. ROOKIE DRAFT

1. The Rookie Draft will be held on the first Saturday of May, or a date determined by the Executive Committee after canvassing league availability and preference. A chat room will be set up online for the draft with telephone back-up access.

a. The standard number of league-provided draft picks is 13. No team will end the draft with more than 35 players on its roster.

b. If a team has a pick taken away through penalty, they will finish the draft with 34 players.

c. The draft is in reverse order of the previous year's finish, with the Sock Series loser drafting 13th and Sock Series winner drafting 14th automatically.

2. There is a 5-minute time limit on draft picks, to keep things moving. After the 5-minute period and no selection has been made, the next pick can be selected. The manager who is passed over can make a selection at any time afterwards but cannot select someone who may have been picked in the interim. The Draft Coordinator will monitor time and decide when to 'Pass' a pick and move forward.

H. PLAYING RULES (Also see PLAYER USAGE)

1. All Super-Advanced rules, including Super Hal, are used with the exception of the Weather.
2. Injuries are allowed but for no longer than the balance of the series only. Unless specified in instructions, HAL will create a new lineup.
3. Starting pitchers may not be removed from a game until they have allowed three (3) runs or pitched four (4) innings.
4. No pitcher may start an inning with a zero fatigue rating. If a pitcher reaches zero during an inning, he may finish the inning, but he must be relieved before the next inning.
5. Face-to-face and Netplay are allowed. Managers may also use Team Viewer, Join.Me, or another acceptable program that allows visual access to the game screen. For Netplay, each team may play three road Netplay series and unlimited home Netplay series. This will allow the average team to play six Netplay series, or 36 Netplay games. Any games played via Netplay will constitute a series as far as this limit is concerned.

I. MONTHLY PLAY

- a. Each manager will submit a computer manager with pitching rotation on a monthly basis. Road games are played from release of the league file by the statistician or no later than the 1st of each month. Once the final league file is made available, each manager is to send back a post or email with any last minute changes or an 'All clear' to let his fellow managers know they can begin play.

b. The league lets HAL run the opposing team. Instructions really are only for injury replacements. Teams may also include road instructions such as, “Let Jones start at second base until he accumulates 10 plate appearances. Then deactivate following that game.” Teams may NEVER instruct the home manager to make in-game moves, such as “Remove Smith once he pitches four innings in his start.” Such instructions are illegal in any month. Once the game starts, the home team is in HAL's hands.

c. All road games are played as soon as possible but no later than the 15th of each month. Each team will play 12 or 18 games of the 30 games played. After play, the playing manager must send the game files and box scores to the statistician, and to the opposing manager. The playing manager must also post a brief recap on the Barefoot League Facebook site, detailing the results and highlights. Failure to do this will result in Penalty Points.

d. Once the games are received, the statistician will post an updated league file. A monthly trading period will occur from the 15th to the 20th. Any trades made and approved by the Trade Committee by this time will allow the traded players to be used the following month. Trades that occur after the 20th must wait a month until they are official.

e. Once the trading period has passed, the statistician will send out another updated league file. At this time, each manager must issue a computer manager with the next month's rotations and lineups.

f. The first month of the season only two series are played. (1 home and 1 away.) The last month of the season is split into two phases. Managers must make their computer manager for the complete month but will be allowed to make changes after the first phase, should usage create issues. Each time the statistician will issue a league file and wait for the updated computer manager. Missing the deadlines will create Penalty Points.

J. POSTSEASON

a. Six teams advance to the BFL playoffs, the two division winners (the #1 and #2 seeds) and the non-division winners (wild cards) with the four best won-lost records (seeds #3 thru #6).

1. No unowned team may advance to the playoffs. The highest- ranked owned team take their spot. Unowned teams may participate in all other league activities at the discretion of the Executive Committee.

2. The first round of the playoffs pits the wild card teams against each other with the division winners receiving byes. The #3 seed (the wild card team with the best record) will play the #6 seed (the wild card team with the worst record), while the #4 and #5 seeds play each other.

3. In the second round, the #1 seed plays the lower remaining seed, while the #2 seed plays the higher remaining seed.

4. The winners will play for the BFL championship, aka The Sock Series.

b. Schedule. All series are Best-of-7 with the higher seed designated as the home team for games 1, 2, 6, and 7. Each series begins with no injuries. A day off (travel) is recorded after games 2 and 5. For the purposes of pitching rotations, two days' rest will be added between series, plus any days for un-played games. Meaning if a series goes 6 games, a day off for Game 7 (not needed) plus two more days off will be added allowing an * starter who started Game 6 to come back again to start Game 1. No matter what type of rest HAL assigns a pitcher, no starter may ever start Game 7 of one series and Game 1 of the next.

c. Postseason usage limits are 15% for division winners and 20% for wild cards. Meaning, if a division-winner pitcher has 100 carded innings, he'll have 15 post-season IP. A wild card player with 100 innings will have 20 post-season IP. (Remember, he has to play an extra series.) In case of fractions, always round higher.

in the regular 1. Players overused during the regular season cannot participate in the postseason without penalty. If a manager chooses to use a player overused season during the postseason, the player's overuse will be multiplied by 5 in determining penalty points. However, no teams will be allowed to surpass a total of 125 team PP's by activating a player for the playoffs.

(Example: Joe Slugger was overused by 20 plate appearances in the regular season which would cost his team 20 penalty points. If Slugger was activated for the postseason, it would cost his team 100 (20 x 5) penalty points, with his team forfeiting at least [depending upon other PP] a third-round draft pick the following year.)

All voluntary usage penalties must be paid in the subsequent year's draft. This is an exception to Rule IV.B.2. If activating an overused player for the postseason would cause the owner to forfeit a draft pick he no longer owns, he may substitute a higher draft pick that he does own. If he does not have a pick in his possession sufficient to satisfy the penalty incurred by activating the player, he may not activate that player for the postseason.

d. Playoff teams must submit a 25-player post-season roster to the Statistician before playing any games. These rosters may not be changed throughout the post-season.

e. Injuries. Post-season injury rules differ from regular-season injury rules in three respects:

- Regular-season injuries will not continue into the playoffs;
- Injuries will be limited to Balance of Game +1.
- Injuries are measured by DAYS, not GAMES.

f. All Starting pitchers may relieve in the postseason as designated by the SOM Super-Advanced rules.

g. Breaking ties. If two teams are tied, and both teams will either go to the playoffs or both miss the playoffs, the tie-breaking procedures are: 1, head-to-head games vs. that opponent; 2), division record; 3), coin flip.

1. If there is a tie and one team will go to the playoffs, a playoff game will be held (with all regular-season limits applying). Home team will be determined by a coin flip. This game will be played on Day 157 as noted previously.

2. In case of a three-way tie where only one team will advance to the playoffs, slips of paper will be drawn from The Leg. The winner (having drawn the "1") will have the option of either playing both teams 2 and 3 at home, or the winner of the 2 vs. 3 match-up (2 is home in that one) on the road. This is a single-elimination process.